



**FORM PTO-1449**  
**U.S. DEPARTMENT OF COMMERCE**  
**PATENT AND TRADEMARK OFFICE**

**RECEIVED**  
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**Technology Center 2100**

APPLICATION SERIAL NO.: 09/844,635

GROUP ART UNIT: 2671

APPLICANT: Bharti Temkin

EXAMINER: N/A

FILING DATE: April 28, 2001

CONFIRMATION NO.: 1591

PRIORITY DATE: April 28, 2000

**U.S. PATENT DOCKETS**

EXAMINER INITIAL	DOCUMENT NO.	DATE	NAME	CLASS/SUB- CLASS	FILING DATE IF APPROPRIATE
u	5,709,219	01/20/98	Chen et al.	128/782	
u	5,724,264	03/03/98	Rosenberg et al.	364/559	
u	5,737,505	04/07/98	Shaw et al.	395/119	
u	5,802,353	09/01/98	Avila et al.	395/500	
u	5,831,408	11/03/98	Jacobus et al.	318/568	
u	5,833,633	11/10/98	Sarvazyan	600/587	
u	5,844,392	12/01/98	Peurach et al.	318/568	
u	6,057,828*	05/02/00	Rosenberg et al.	345/156	
u	09/844,881		Temkin et al.		04/28/2001
u	09/677,073		Temkin et al.		09/29/2000
u	60/200,407		Temkin et al.		04/28/2000

**FOREIGN PATENT DOCUMENTS**

EXAMINER INITIAL	DOCUMENT NO.	DATE	NAME	CLASS/SUB- CLASS	TRANSLATION YES NO

**OTHER DOCUMENTS**

(Including Author, Title, Date, Pertinent Pages, etc.)

u	1.	Acosta, E. et al., "Development of a Haptic Virtual Environment," Proc. 12 <sup>th</sup> Symp. IEEE/Computer-Based Medical Systems CBMS-1999, June 19-20, 1999.
u	2.	Acosta, E. et al., "G2H - Graphics-to-Haptic Virtual Environment Development Tool for PC's," Medicine Meets Virtual Reality, Envisioning Healing, J. D. Westwood et al. (Eds), MMVR2000, January 27-30, 2000
u	3.	Watson, K. et al., "Development of Haptic Stereoscopic Virtual Environments," Proc. 12 <sup>th</sup> Symp. IEEE/Computer-Based Medical Systems CBMS, June 19-20, 1999.
u	4.	Stephens, B. et al., "Virtual Body Structures: A 3D Structure Development Tool from Visible Human Data", Medicine Meets Virtual Reality, Envisioning Healing, J. D. Westwood et al. (Eds), MMVR2000, January 27-30, 2000
u	5.	Burgin, J. et al., "Haptic Rendering of Volumetric Soft-Bodies Objects," The third PHANTOM User Workshop (PUG 98), Oct 3-6, 1998 MIT Endicott House, Dedham, MA.
u	6.	Acosta, E. et al., "Haptic Texture Generation-A Heuristic Method for Virtual Body

u		Structures," 14th IEEE Symposium on Computer-based Medical Systems 2001, July 26-27, 2001
u	7.	Temkin, B. et al., "Virtual Body Structures," 3rd Conference, Visible Human Project, Washington, D.C., October 2000
u	8.	Marcy, G. et al., "Tactile Max: A Haptic Interface for 3D Studio Max," The third PHANTOM User Workshop (PUG 98), Oct 3-6, 1998 MIT Endicott House, Dedham, MA.
u	9.	Vahora, F. et al., "Virtual reality and women's health: A breast biopsy system," The Conference of Physical & Informational Technologies: Options for a New Era in Healthcare, January 20-23, 1999.
u	10.	Vahora, F. et al., "Development of Real-Time Virtual Reality Haptic Application: Real-Time Issues," Proc. 12 <sup>th</sup> Symp. IEEE/Computer-Based Medical Systems CBMS-1999, June 19-20, 1999.
u	11.	Poceciun, V.V. et al., "Computerized Collection and Analysis of HVI Data," Beltwide Cotton Conference, January 3-7, 1999.
u	12.	Poceciun, V.V. et al., "Integration of Advanced Technology Into a Cotton Analysis and Decision Support System," Beltwide Cotton Conference, January 3-7, 1999.

EXAMINER



A handwritten signature in cursive script, appearing to read "Tung Ching".

DATE CONSIDERED

02/20/04